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ABSTRACT

This guide was developed to help art teachers see and teach the computer as an art tool. Organized in two sections, the 12 chapters in part 1 explore computer art as an art form, discuss why and how to use the computer as an art teaching tool, and give strategies and lesson suggestions for student explorations and activities in the artroom. Part 2 contains appendices that serve as an in-depth technical resource about purchasing equipment and software, creating computer slide-shows, and programming. Resources are listed. A demonstration disk presents color examples of student works that also appear in the text in black and white. (MM)

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